

Ref #	Hits	Search Query	DBs	Default Operator	Plurals	Time Stamp
S1	0	"345"/\$.ccls. and register adj save adj value	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:05
S2	5267	register same value same sav\$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:52
S3	241	"345"/\$.ccls. and register same value same sav\$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:52
S4	1	"345"/\$.ccls. and register adj value same sav\$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:52
S5	120	"345"/\$.ccls. and register adj value same stor\$4	US-PGPU B; USPAT	OR	OFF	2004/09/30 14:00
S6	14	"345"/\$.ccls. and register adj value adj stor\$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:45
S7	1	"6677945".pn.	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:12
S8	1	"6300935".pn. and register and value and stor\$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:11
S9	1	"6046746".pn.	US-PGPU B; USPAT	OR	OFF	2004/10/01 08:44
S10	2347	345/419,422,546,559.ccls.	US-PGPU B; USPAT	OR	OFF	2004/10/01 08:44
S11	615	345/419,422,546,559.ccls. and register	US-PGPU B; USPAT	OR	OFF	2004/10/01 08:44
S12	343	345/419,422,546,559.ccls. and register same value	US-PGPU B; USPAT	OR	OFF	2004/10/01 08:45
S13	30	345/419,422,546,559.ccls. and register same value same sav\$4	US-PGPU B; USPAT	OR	OFF	2004/10/01 08:45
S14	1	"20030063087"	US-PGPU B; USPAT	OR	OFF	2005/03/10 11:12
S15	1	"20030063087" and wfar same normal\$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 12:53
S16	11	("4961153"   "5301263"   "5579455"   "5771046"   "5808618"   "5844571"   "5856829"   "5977980"   "5982373"   "6046746"   "6354838").PN.	US-PGPU B; USPAT; USOCR	OR	ON	2005/03/10 11:17

S17	1	"20030063087" and wfar same normal\$4 and register same stor\$4	US-PGPU B; USPAT	OR	OFF	2005/03/11 09:38
S18	2	register adj save adj value	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:05
S19	1	"6300935".pn. and register adj value adj stor\$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 14:11
S20	1	"6677945".pn. and float\$4 same point same stor\$4	US-PGPU B; USPAT	OR	OFF	2005/03/10 15:03
S21	1	"6677945".pn. and float\$4 same point same stor\$4 same value	US-PGPU B; USPAT	OR	OFF	2005/03/11 07:36
S22	1	"6677945".pn. and (float\$4 same point same stor\$4 same value) same (w adj buffer)	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:07
S23	1	"6677945".pn. and ((float\$4 same point same stor\$4 same value) same (w adj buffer) and (depth adj buffer))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:08
S24	1	"345"/\$.ccls. and ((register adj value adj stor\$4) and (float\$4 adj point))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:47
S25	47	((register adj value adj stor\$4) and (float\$4 adj point))	US-PGPU B; USPAT	OR	OFF	2005/03/11 08:51
S26	90	((register adj value adj stor\$4) and (float\$4 adj point)) and value	US-PGPU B; USPAT	OR	ON	2005/03/11 08:51
S27	90	((register adj value adj stor\$4) and (float\$4 adj point))	US-PGPU B; USPAT	OR	ON	2005/03/11 08:51
S28	7353	register same value same sav\$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S29	335	"345"/\$.ccls. and register same value same sav\$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S30	28	"345"/\$.ccls. and register adj value same sav\$4	US-PGPU B; USPAT	OR	ON	2005/03/11 08:52
S31	1	"20030063087" and wfar same normal\$4 and register same stor\$4	US-PGPU B; USPAT	OR	ON	2005/03/11 09:38



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### 1 [Quasi-linear depth buffers with variable resolution](#)

Eugene Lapidous, Guofang Jiao, Jianbo Zhang, Timothy Wilson

 August 2001 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

 Full text available: [pdf\(98.14 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

In this paper we present new class of variable-resolution depth buffers, providing a flexible trade-off between depth precision in the distant areas of the view volume and performance. These depth buffers can be implemented using linear or quasi-linear mapping function of the distance to the camera to the depth in the screen space. In particular, the complementary Z buffer algorithm combines simplicity of implementation with significant bandwidth savings.

A variable-resolution depth b ...

**Keywords:** W buffer, Z buffer, complementary Z, depth precision, screen Z

### 2 [Optimal depth buffer for low-cost graphics hardware](#)

Eugene Lapidous, Guofang Jiao

 July 1999 **Proceedings of the ACM SIGGRAPH/EUROGRAPHICS workshop on Graphics hardware**

 Full text available: [pdf\(727.59 KB\)](#) Additional Information: [full citation](#), [references](#), [citations](#), [index terms](#)
**Keywords:** W buffer, Z buffer, depth buffer, depth precision, screen Z, visibility error

### 3 [A method of interactive visualization of CAD surface models on a color video display](#)

Peter R. Atherton

 August 1981 **ACM SIGGRAPH Computer Graphics , Proceedings of the 8th annual conference on Computer graphics and interactive techniques**, Volume 15 Issue 3

 Full text available: [pdf\(987.48 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [citations](#), [index terms](#)

To introduce rendered surface display technology into the production design environment, many CAD operations envision a single color video display device for download processing of selected model pictures. Creation of a single image from a typical industrial CAD model